

Gamefreaks

PLAYSTATION 2

PC

PS ONE

XBOX

GAME BOY ADVANCE

GAMECUBE



SSX 3

CHROME

JAK 2 RENEGADE

VOODOO VINCE

FREEDOM FIGHTERS

CRIMSON SKIES HIGH ROAD TO REVENGE

DOG'S LIFE

AGE OF MYTHOLOGY THE TITANS

HIDDEN & DANGEROUS 2

SPACE COLONY

FIFA FOOTBALL 2004

TIME CRISIS 3

C&C GENERALS ZERO HOUR

SUPER MARIO BROS 3: SUPER MARIO ADVANCE 4

CONFLICT DESERT STORM II

AND MORE...

CHROME



COUNTER STRIKE AND DEUS EX MIXED IN ONE JAW-DROPPING GAME!



Chrome is set at the turn of the 22nd century during the colonisation of Valkyria, a solar system on the edge of the universe. You are Bolt Logan, a former member of the Elite Special Units, a man with a reputation for being the best.

Now he's an anonymous mercenary trying to break free from his past and hoping for lucrative contracts on Valkyria. While on what seemed to be a routine mission, the main characters get mixed up in a world full of twists and intrigue, that includes pirates, colonists, giant corporations and some of Logan's old friends.



- Combines tactical gameplay and a dynamic action-packed plot with a wide range of spectacular weapons, futuristic vehicles and high tech devices.
- 16 challenging missions set in huge outdoor locations and inside futuristic facilities.
- Unique gameplay based on player's freedom of choice, wide open environments and cyber technology that improves character's abilities.
- Innovative multiplayer mixes indoor and outdoor fighting, vehicle combat and the use of implants.



WWW.CHROMETHEGAME.COM





Revenge. Twice as sweet when you're packing heat.
Jak's back to show us how to get your own back. In style.

NAUGHTY DOG

fun
anyone?
PlayStation.2

Jak II is a trademark of Sony Computer Entertainment America, Inc. © 2003 Sony Computer Entertainment America, Inc. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

Gamefreaks

PO Box 68-211

Newton

Auckland

General Inquires

Phone: +64 (9) 815 1565

Fax: +64 (9) 376 0698

Email: mail@tenthplanet.co.nz

contact us

Publisher/Editor

J. Minifie

jon@tenthplanet.co.nz

Design

Scott Judson

Words

Lee Marrett/Belinda Roozemond

Craig Scott

Advertising

J. Minifie

jon@tenthplanet.co.nz

(09) 815 1565

thank you

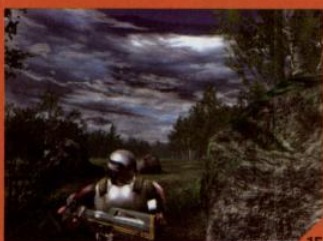
Adrian, Anne, Annie, Beanie, Bel, Ben, Bob, Brie, Chris, Craig, Dean, Debs, Deborah, Ed, Ewan, Gina, Heath, Izzy, Jenny, Julian, Kate, Kenny, Luc, Macka, Mark, Matthew, Mike K, Mike W, Neal, Olivia, Paul, Pip, Queens of the Stone Age, Rachel, Robyn, Simon, Sonia, Steve, Teresa, The Strokes, Tom, Wilf and Yuny.



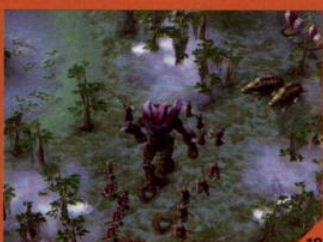
06



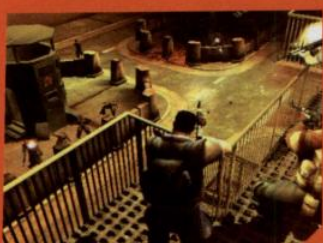
10



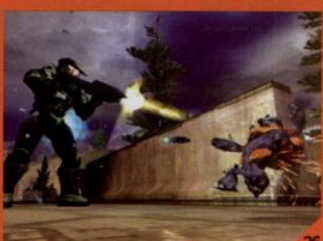
15



18



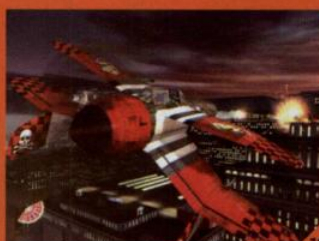
23



26



12



16



17



21



22

this month

- 12 SSX 3
- 15 Chrome
- 16 Jak 2: Renegade
- 16 Crimson Skies: High Road to Revenge
- 17 Voodoo Vince
- 17 Dog's Life
- 18 Age of Mythology: The Titans
- 18 Hidden & Dangerous 2
- 21 Space Colony
- 21 C&C Generals: Zero Hour
- 22 FIFA Football 2004
- 22 Time Crisis 3
- 23 Freedom Fighters
- 25 Super Mario Advance 4
- 25 Conflict Desert Storm II

read me

No matter what your platform, we've packed a lot of games in this issue. SSX 3, the super cool snowboarding sequel, is released at the end of this month; we've got a feature review on page 12.

From Take 2 Interactive, Chrome is the exciting new PC shooter reminiscent of Bungie's Halo; check it out along with reports on new add-ons for PC favourites Age of Mythology and C&C Generals.

There's a horde of new console games, too, including the long awaited sequel to Jak and Daxter, the charming platformer Voodoo Vince, and the first appearance of the Crimson Skies series on the Xbox. We take a peek at the latest FIFA and Freedom Fighters, from the creators of Hitman 2.

In the news this month, Microsoft NZ reveal plans to launch the Xbox Live service here in December. We'll follow up next month with much more on Xbox Live and other exciting news.

Twenty Five issues down - you'd think we'd be jaded by now. Not a chance! Here at Gamefreaks we have a lot more to give. Once in a while we get mail from readers offering to give something back. The best way to help us out is just to keep enjoying every month. And support your local stockists and our advertisers, too. Remember, they're the ones that keep Gamefreaks going and our staffers off the streets - mostly.

XBOX GOES LIVE THIS XMAS

Microsoft shock announcement - Xbox Live goes online in December



The announcement that Xbox fans have been waiting for has finally been made – Xbox Live is coming. Announced earlier this month at the Xbox first anniversary party, the eagerly anticipated online gaming service will go live in December. Kiwi gamers will be able to take their Xbox experience from the lounge to the world, playing fellow gamers on the Xbox Live broadband game service which has already launched in North America, Australia, Europe and Japan.

Xbox Live will enable players to use a single Gamertag across all of the 50 Live-enabled games. The Xbox Live service will also provide free content downloads of levels and equipment, expanding and extending any Xbox Live-enabled games, which include titles like MechAssault, Brute Force, Midtown Madness 3, MotoGP 2, NFL Fever 2004, Midnight Club II, Star Wars Clone Wars and Return to Castle Wolfenstein.

"Xbox Live is an awesome service," says Wilf Robinson, country manager, HED division. "Gaming just went global! You can pit your skills against anyone, anywhere in the world. For sports nuts, the XSN service will also enable you to record all of the statistical results of games and get involved in leagues and tournaments world wide. The seamless and customer friendly experience will have huge appeal, even to those who have never played games over the internet before.

"From day one we said that Xbox would deliver the most engaging entertainment experiences possible and was built from the ground up with the future of entertainment in mind. Every single Xbox has been supplied with a built-in hard drive and an Ethernet port. Those two key features enable a whole new world of gaming called Xbox Live! You will not need to purchase any add-on adaptors or modify the Xbox in any way. Once you have your broadband service set up at home, you're good to go.

"There has been such a huge demand for Xbox Live that we were keen to bring it to life as soon as we could. Xbox Live is about to tear up the old method of gaming and create something extremely exciting and even more social. Let the games begin..." says Wilf Robinson.

Xbox Live works using the built-in Ethernet port. Xbox Live is a broadband gaming solution to enable you to simultaneously play Xbox games and communicate by voice with others around the world.

Xbox Live lets gamers find their friends easily, talk to



Halo 2 (top) will undoubtedly be the top Xbox Live title when it hits next year – there are currently around 50 games with Live options and that number is growing steadily every month



Voice com is standard between teammates during Xbox Live multiplayer games

others during game play through the Xbox Communicator headset, download current statistics, new levels and characters to their Xbox hard drive, and play online.

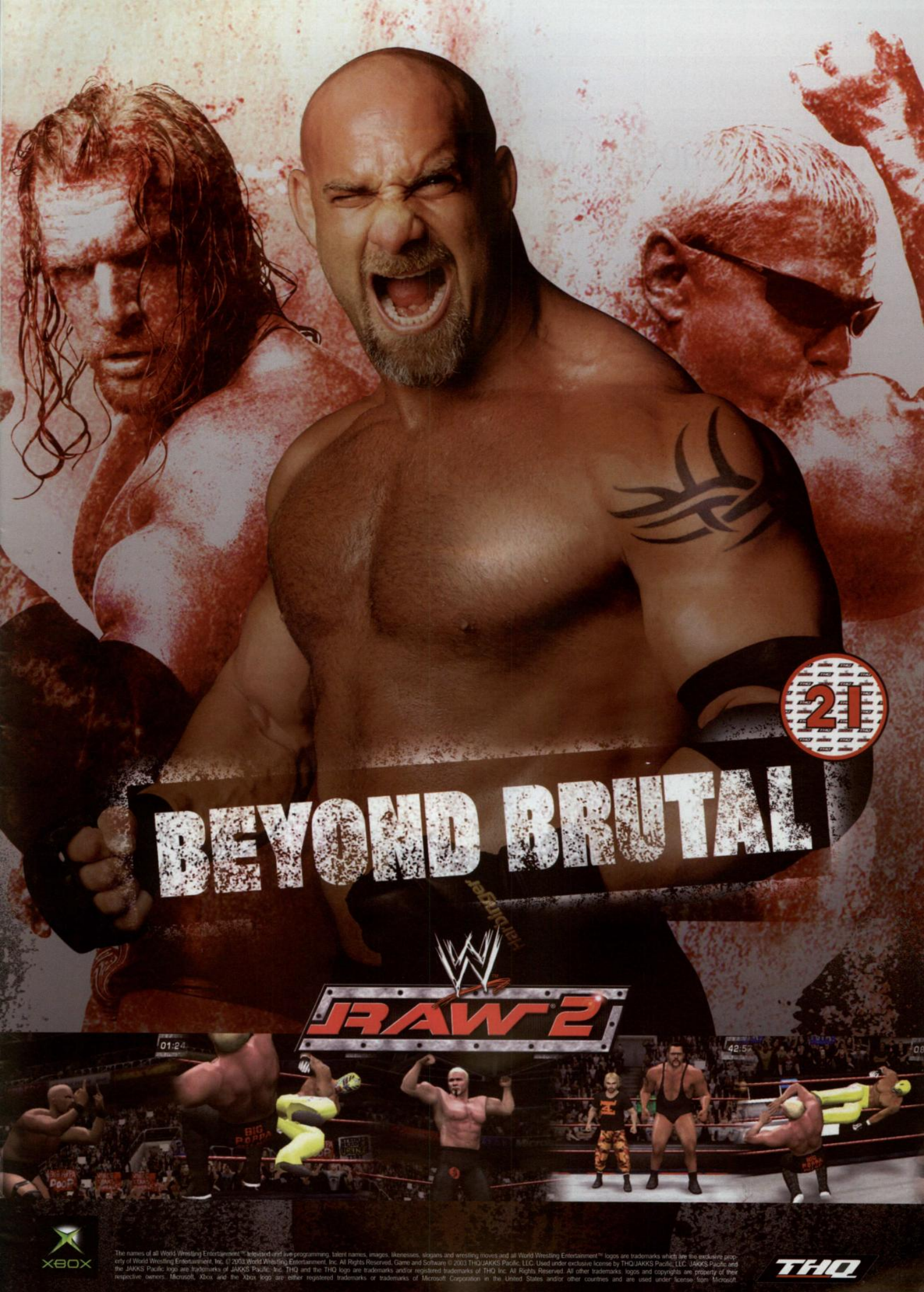
After you register for Xbox Live, you'll be issued with an exclusive Gamertag, which serves as a unique online ID for all games across the global gaming service.

The Friends List feature works kind of like MSN Messenger or ICQ. It allows you to see and contact friends online to invite them to a game, no matter which Xbox Live game they're playing at that time.

There's also a Matchmaking Quick Match feature that lets players dive headfirst into a random multiplayer experience or OptiMatch will help you select games and opponents with comparable skill levels.



Now's the time to start brushing up on those Wolfenstein (above) MechAssault and MotoGP 2 (above left) skills



BEYOND BRUTAL



The names of all World Wrestling Entertainment™, related and live programming, talent names, images, likenesses, slogans and wrestling (Wrestling) and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



THERE'S A GHOST IN MY HOUSE!

Studio Cambridge's Mark Green talks about their upcoming PS2 thriller GhostHunter

Mark Green is the Communications Manager for Studio Cambridge, the BAFTA award winning developers of *Primal* and the *MediEvil* series.

Mark began in the videogame industry in 1994 working on Atari products for Lore Design. In 1997, he moved to Psygnosis, working on a wide range of titles with the Leeds Studio including *Global Domination* (for PC and PlayStation), and the pillar titles *Wipeout 3* and *Colony Wars: Red Sun* for PlayStation. Mark joined SCEE's Cambridge Studio in 2000 as part of the *Primal* team. In his current role as Communications Manager, Mark is liaising between the Studio Cambridge and the central marketing group at SCEE to ensure that the development team's vision is represented in all communications.

Mark was in the country recently to promote his upcoming PlayStation 2 action title *GhostHunter*, due here in December.

Gamefreaks: Can you describe *GhostHunter* in 50 words or less?

Mark Green: *GhostHunter* is a 3rd Person Action Adventure in the Survival Horror Evolved genre. That's a lot of words which basically mean that we took our favourite movies and used them as inspiration for a heap of ghosts and monsters and then let them loose in our world, then you hunt ghosts!

Gamefreaks: Tell us about your lead character Lazarus Jones.

Mark Green: Lazarus Jones is a cop in the Detroit Police Department. He's just transferred to the Homicide section and along with his new partner, Anna Steele, he's sent to investigate some strange happenings at a local abandoned High School. While he's there Lazarus inadvertently releases a load of ghosts who had been trapped in some machinery. One of the ghosts merges with him,



giving him second sight and the ability to see into the realm of the dead and another, altogether more sinister ghost, kidnaps his partner. Somewhat disbelieving yet determined to find his partner, Lazarus sets off in pursuit.

Lazarus was always intended to be a new kind of hero. He's not an Arnie or a Sly, he's more like Bruce Willis or Will Smith. We wanted him to have emotion, to be scared when he should be but also to be able to handle himself. And so we created Lazarus, a good looking (just ask the girls), fast talking (sometime he just will not shut up) guy who knows how to handle a gun or two.

Gamefreaks: Early code for *GhostHunter* is looking good; that's the *Primal* engine?

Mark Green: Yeah, it's the same engine as *Primal* but we've been able to add a number of special effects. That's the benefit we've had really. *Primal* spent a lot of time creating the engine and perfecting that whilst we've been able to spend our time creating effects for lighting, water, cloth, grass, you name it! I guess we also benefited from using ghosts as well. You have so much leeway and aren't limited by reality so you can really play with things and make them look great.

Gamefreaks: What were some of your influences when you came up with *GhostHunter*?

Mark Green: Our biggest influences were films, particularly horror films. In fact as you play each of the levels you can see for yourself which films they were - The Swamps level is very reminiscent of *Deliverance* and *The Texas Chainsaw Massacre*, The Ship level came from *The Poseidon Adventure* (yes, really!), *Deep Rising* and the *Abyss*, whilst the Prison level was influenced by *The Rock* and *Escape from Alcatraz*. But also other films like the Japanese horror movies *The Ring* and *The Eye* have had a big impact on us.

Gamefreaks: Which of *GhostHunter*'s scarier features are you most proud of?

Mark Green: Hmm, now isn't that the problem with scary moments? As soon as you know they're coming they're not scary any more! I guess it's the game-play and design aspects that we're most proud of, particularly the way you can be expecting one thing. The one item that seems to have grabbed people's imaginations is the giant mutant teddy bear - it might not make you jump but it should at least make you go "eeuuugh!"

Gamefreaks: Are we likely to see *Primal 2* anytime soon?

Mark Green: We've done some work on *Primal 2*, but I don't think it'll see the light of day, not just yet anyway. Cambridge will probably be working on a project for the new PSP - no titles just yet, but watch this space - and there'll be another major PS2 project, but perhaps not until 2005!



Studio Cambridge were heavily influenced by Hollywood movies like *Texas Chainsaw Massacre*, *The Poseidon Adventure*, *The Abyss*, as well as edgy, more recent Japanese horror flicks *The Eye* and *The Ring*

BACK TO THE MEAN STREETS

Rockstar's Manhunt all set to fright and delight when it arrives next month



Look away children! Manhunt is one seriously dark and mean game that makes a point of pulling no punches

Manhunt is almost here, and it's going to make all other games look like Tickle-Me-Elmo. Death Row inmate James Earl Cash wakes up to find that his lethal injection wasn't so lethal after all.

This would be good news, except very soon he finds he has been given a fate much worse. Through an earpiece he learns from a man who calls himself "The Director" that he is being hunted by psychotic gang members who have been brought in for one purpose - make mincemeat out of you for the pleasure of the viewers who will be watching through the network of CCTV cameras. Far from just being a violent free-for-all however, Manhunt will make heavy use of the stealth type gameplay forcing you to use shadows, cover and dirty tricks to lure your enemy out of hiding and you can bet your ass they'll be doing the same for you. With a highly intelligent AI that gets smarter as the game progresses, the only way you're going to get out is by using everything you can find to get rid of the psychos; that includes plastic bags, meat cleavers and more meaty objects like the oh-so-grunty shotgun. Keep watching this space for more details.

POTTER RETURNS FOR QUIDDITCH CUP

EA's new Potter title has the jammy wiz kid starring in his own World Cup

In Harry Potter: Quidditch World Cup, Potter fans will be able to fully experience the magical power, speed, and competition of Quidditch, the favorite sport of witches and wizards!

Gamers can choose any one of the four Hogwarts House teams (including Harry Potter's Gryffindor and Malfoy's Slytherin) to triumph in the Hogwarts Cup, gaining an opportunity to attend the Quidditch World Cup. In the World Cup tournament, players can choose to play for international teams; each has different strengths and tactics that lend strategy and depth as player's progress through a unique ladder system.

Quidditch World Cup offers both single player and a first-ever Harry Potter multiplayer competition where players compete head-to-head.



Hogwarts' finest celebrates another triumph over their Slytherin rivals. Exciting new multi-player options let you and your friends enter the Quidditch World Cup, as either Chasers, Beaters, Keepers or Seekers



PlayStation®2

PC GAME



© 2003 ELECTRONIC ARTS INC. All rights reserved. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Exclusively licensed to and published by Electronic Arts. PlayStation is a registered trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.

MAX PAYNE 2: THE FALL OF MAX PAYNE

PC ■ NOVEMBER 15

Two years ago the darkly original Max Payne featured on the cover of just our second issue. It went on to win numerous "best of 2001" awards and even spawned a couple of console versions.

Rockstar describe their upcoming sequel as a "film noir love story" and it appears that they haven't altered the winning formula that made the original so intriguing – well not much.

Brutal, but always classy, Max Payne 2 promises more cinematic thrills and dramatic "slow-mo shootouts", but new and improved moves as well as options are set to raise the bar once more.

In the original, Max was framed for murder, his young family was killed and just about everyone he met tried to shoot him. In the sequel, Max is back on the force but he's quit his DEA job and is back patrolling the streets of New York as an ordinary cop.

Max Payne 2: The Fall of Max Payne is strictly for mature audiences. Dark, affecting and always intense, we'll take a closer look next month.



Photorealistic textures, nifty lighting effects and extremely lifelike characters animation will make Max Payne 2 a stunning cinematic experience



LORD OF THE RINGS RETURN OF THE KING

PS2/XBOX/CUBE ■ NOVEMBER 13

Peter Jackson's third Lord of the Rings film opens December 17. Thankfully we won't have to wait quite so long for EA's Two Towers follow up.

In the last title we had to take on practically every Orc and troll in Middle Earth as Aragorn, Legolas or the Gimli. Return of the King adds new characters Gandalf, Frodo and Sam with all the actors making it back for voiceover duty.

The game is split into three routes. Like in the original you can play as Aragorn, Legolas & Gimli, which is one big swordfight. But you can also play as Gandalf casting all manner of magic spells, or lastly Frodo and Sam. The tiny Hobbits will need to rely more on speed and evasiveness to survive.

EA have added a two-player co-op mode, so now you and a chum can join forces and battle your way to Mordor.

MEDAL OF HONOR RISING SUN

PS2/PC/XBOX/CUBE ■ NOVEMBER 27

The newest in EA's WWII action-shooting series Medal of Honor Rising Sun will boast ten massive levels spread across five major campaign missions.

Previous games in the franchise were mostly confined to operations against the Germans. Rising Sun takes us east to take on the Japanese in the Pacific, Burma, and the Philippines. Rising Sun's single-player campaign, like other games in the series, casts you as a lone soldier who must shoot his way through a series of missions. You play young Marine Corporal Joseph Griffin who, if he survives the crushing attack on Pearl Harbor, will go on to blow up the Bridge over the River Kwai and sign on for a daring midnight raid on Guadalcanal.

Players can also choose four-player split screen deathmatch and team modes for head-to-head action. There are 10 multiplayer levels for up to 4 players in deathmatch and team modes and 2 players in co-op mode.



KOREA FORGOTTEN CONFLICT

PC ■ SEPTEMBER

The Korean War ended fifty years ago. Over two and a half million people lost their lives.

Korea: Forgotten Conflict is a real-time strategy game based on this conflict. It plays a bit like the Commando games, using a Birdseye view (which you can zoom in and out) as you command a squad of military experts (medic, demo expert, sniper, scout, and you) through 15 missions and four campaigns.

Locations include airfields, Seoul, abandoned train stations, war factories and POW camps. The game also features smart weather effects, detailed building interiors – and dynamic shadows and lighting.



CRICKET 2004

PS2/PC ■ DECEMBER

Cricket games have been pretty much neglected in the world of virtual sports. But with EA Sports promising a whole heap of cricket loving as the release of Cricket 2004 draws nigh this oversight looks to be coming to an end.

Compete in One Day Internationals, take on the team you hate the most in a 5 day test and, er, draw with them, or just play a leisurely game of sunday afternoon club cricket, it's up to you. There's a huge number of players available, and the game features a much improved game engine over its predecessor, Cricket 2004. Expect the title to be released in time for Christmas.



All of the missions, including the dramatic Pearl Harbour level, can now be played in single-player or two-player Co-op modes



COUNTER STRIKE

XBOX ■ DECEMBER

Xbox owners thought Christmas was cancelled this year when it was revealed that Halo 2 would not be available until 2004. However the sting was taken out of that revelation when it was announced that Counter-Strike would be here in its place. Not just a photocopy of the old PC version either, but an enhanced port of the brand new PC shooter Counter-Strike: Condition Zero.

For all the newbie's out there, Counter-Strike is the most popular online game around and the principle is simple. There are two teams - Terrorists and Counter Terrorists. The former plant bombs, take hostages and target specific CTS known as VIPs. The latter find and defuse said bombs, find and rescue the aforementioned hostages and protect the Very Important Person. Oh yeah, both teams get to kill each other with complete and utter impunity across a selection of indoor and outdoor environments.

Counter-Strike on the Xbox will have lots of features specifically designed for the console audience, namely, a full-scale 20 mission single-player Campaign, split screen (or link up) multiplayer and Xbox Live support, where you can get it.

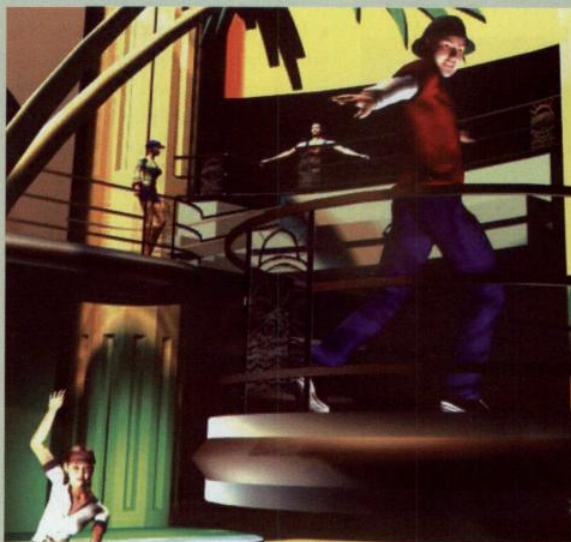
Also an impressive addition is a tool editor will allow users to create their very own maps that can be made available for others to download and use!

XBOX MUSIC MIXER

XBOX ■ NOVEMBER

Xbox Music Mixer comes with a microphone and turns your console into a karaoke machine.

There are over a dozen songs for you to sing along to instantly, which has got to be better than watching Aussie Idol, but the really cool news is that you can use your own favorite tunes. Xbox Music Mixer lets you transfer media files (MP3s, pictures etc) from your PC to your Xbox via a network cable. The software comes with a special filter which actually removes (or dampens) the vocal track from your MP3 files leaving you to croon over the top karaoke-style. There's also some talk of downloadable content in the form of lyrics and new songs.



NEED FOR SPEED UNDERGROUND

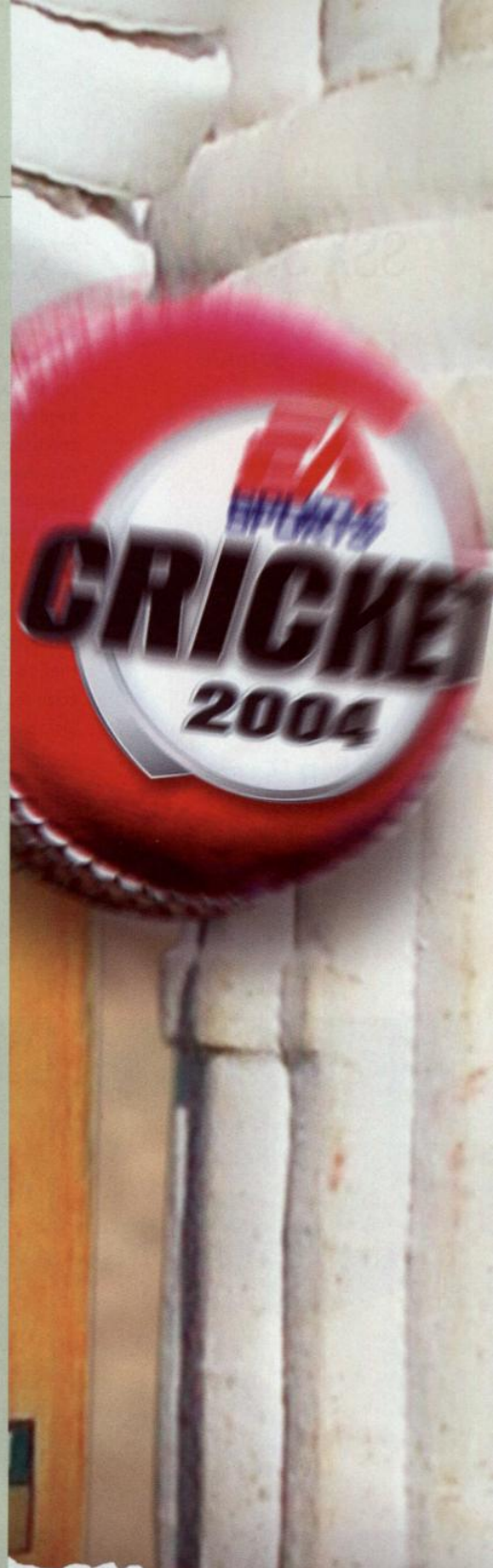
PS2/PC/XBOX ■ NOVEMBER 20

Need for Speed: Underground will be an extraordinarily good-looking racer. There is online support for PC (and the PS2 version wherever pertinent around the globe) and gamers can enter night races in a huge city that looks like a neon lit fusion of New York and Tokyo.

Each and every Need For Speed title, at its core, has been about giving gamers a chance to drive insanely fast in the world's hottest cars. There's a noticeable difference to Underground's lineup with some of the ultra exotics making way for more attainable makes like Honda, Mitsubishi, Ford and Nissan.

However the focus is still most definitely on speed. Which brings us to the most talked about new feature (graphically speaking), the camera shake. EA actually hired the visual effects guy who did the pod-racing sequence in Episode One to help them create the sensation of extreme speed.

Underground's story mode lets players start with everyday vehicles and gradually build them up by buying parts. Besides story, other modes will include drag, circuit and, needless to say, multiplayer.



PlayStation 2

PC GAME



© 2003 ELECTRONIC ARTS INC. all rights reserved. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Exclusively licensed to and published by Electronic Arts. PlayStation is a registered trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.

SSX 3

DETAILS

PLATFORM:
PS2/Xbox/Cube/
GBA

GENRE:
Extreme Sports

PLAYERS:
1-4 Players

AVAILABLE:
October 30

WEBSITE:
www.ea.co.uk



It's nearly here. The cunning fellows at EA have been coaxing us with teasers of the latest release of SSX, the coolest (hyuk) snowboarding franchise on the market, for what seems like ages now but we won't have to put up with their taunts for much longer. Aside from hearing the standard bits and pieces about the game however, such as the new "three peaks," the new characters and of course the increased polygon count, we hadn't heard too much. Just recently though Gamefreaks managed to convince the powers that be to let us have a look at some code for SSX3, and believe us when we tell you that it's really, really, really good.

It's very clear from the very first seconds of the game that this is a seriously polished title. Compared to its predecessor, SSX Tricky, which admittedly is a little dated now, SSX 3 is pistes ahead. Oh puh-lease. Crap puns aside though, the extremely high quality surround sound capa-



Mac, Elise, Zoe, Moby, Psymon, and Kaori are joined by the new characters Viggo, Nate, 12 year old protégé Griff, and mega talented Allegra



Strap up those bindings! SSX3 offers fierce competition, Freestyle events, Big Challenges, and unspoiled Backcountry areas for the ultimate free ride

bilities and way cool FMV intro alone make this game worth its purchase price.

With the exception of the first menu, SSX3 has very few actual in-game menus. After the intro sequence you pick a character, the complement of which include the old faithfuls from the last game plus a few new (and occasionally, hot) faces, choose to ride the mountain, and from there you are taken by way of chopper up to the top of the first peak. Unlike other titles though when you reach the top you're not taken directly to the start line for the first race - you have to ride to it yourself. You're dropped from the chopper onto the mountain, and from there follow the signs to begin the course.

On your way there, you pass various trail markings and signs, following any of which will lead you to different runs. That's one of the coolest things in the game, traditional point and click menus are replaced by

open, free-to-choose paths. It's just like a real mountain. Can you tell we're excited? Once you've chosen a run, you've got a bunch of different objectives to complete, just like Mr. Hawk's more concrete experience. Take part in Big Air contests to earn cash, go Free riding to find collectable trinkets, or just go exploring and forget the objectives for a while, SSX3 is so full of things to do it'll have you wishing you could take it on your honeymoon. Ride for long enough, explore a lot, earn enough cash and you'll be granted access to the other peaks of this gigantic mountain, for unlike most snowboarding titles you're not hopping from mountain to mountain or country to country, you stay on the same mountain but it's so big and complex it feels like you're riding a whole country.

It doesn't just look cooler however. SSX3 is radically different boarding-wise to its predecessor. The physics have been altered, for a start; boards flex which makes for a whole world

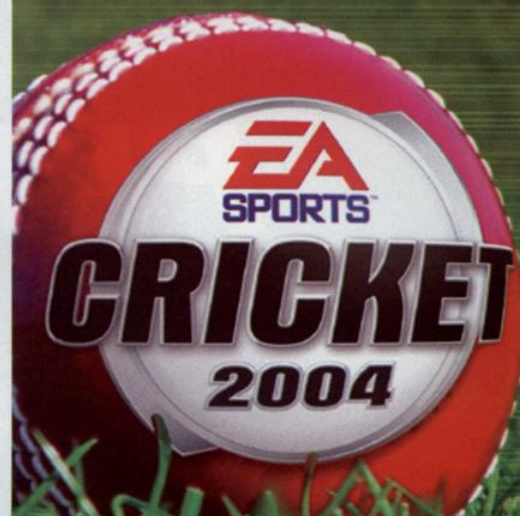


of difference to how a run looks and feels. A new trick, similar to the Manual in Tony Hawk Pro Skater, allows you to use this new flexing to your advantage - a quick up-down on the analogue stick puts you on your nose; keep your balance and you can make it from the half-pipe to the next rail without losing your combo. Cool. Other features include the Uber-trick, which involves pulling the sickest shit you've ever seen. And the more you pull the sicker it gets -- you move up a scaling trick difficulty ladder the more Ubers you pull off.

The sheer sense of scale you get from this game is intense. Just as Vice City makes your head boggle as you try and get from one end of town to the other, so will you spin out when you finally make it to the top of the mountain and go for a freeride to the bottom and it takes you TWENTY minutes to get there. You no longer feel like you're just following the same old paths you've carved before, and we can't emphasise enough how great it is to finally have a mountain game that gives you that feeling of grandeur you get when you do the real thing.



The rich environments were created by an Oscar nominated, Hollywood visual effects wiz. Check out our SSX 3 screenshot nirvana!



NOT OUT!
...UNTIL
DECEMBER.

PlayStation®2

PC GAME



© 2003 ELECTRONIC ARTS INC. All rights reserved. Electronic Arts, EA SPORTS, and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Exclusively licensed to and published by Electronic Arts. PlayStation is a registered trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.

The image shows the front cover of the EA Sports Rugby 2004 video game. The cover art features a close-up of a white rugby ball with black laces, resting on a patch of green grass. The EA Sports logo is at the top, followed by the word 'RUGBY' in large, bold, black letters with a white outline, and '2004' in a similar style below it. The background is dark and moody, focusing on the texture of the ball and the grass.



PlayStation®2



CHROME

DETAILS

PLATFORM:
PC

GENRE:
First-person Shooting

PLAYERS:
1-16 Players/Online

AVAILABLE:
October 17

WEBSITE:
www.chromethegame.com



Poland. They make very good garlic sausage but they're not really a country one would immediately associate with cutting edge video gaming.

That's why Polish developers Techland have appeared quite out of the blue. Their past efforts (Pet Soccer and Bridge 2003) weren't exactly chart toppers but with their new space shooter Chrome they're starting to garner a lot of attention from the First-Person Shooting community and online critics as well.

We received our demo for Chrome late last month and after seeing the mouthwatering screenshots floating around, we were understandably eager to give it a try.

Set in the 26th century, Chrome takes its name from a highly prized resource, not the shiny stuff we want on our wheels but a rare and valuable mineral. There are two giant corporations battling for control of the Chrome and they'll go to almost any lengths. This is where your character (Logan), a hard-nosed mercenary, comes in.

The outdoor surroundings are overgrown with lush vegetation, more reminiscent of Halo than Half-life. These 3D environments are big, too. The first mission has Logan and



No walk in the park! Using a selection of implants, the player is able to manipulate and enhance Logan's abilities and even adjust his personality



Multiplayer can be Death Match styles, or, more complicated, objective-based, team fights with up to 32 players, using a wide range of vehicles and terrain

the commander playing follow the leader through an extensive forest. Scurrying through trees, you'll be taught how to use your radar, how to grab items and manage inventory. Of course you'll learn how to eliminate enemy threats as well.

Logan can use numerous performance enhancing implants to help him safely through the 14 missions. There are also 14 different types of weapons in Chrome, from pistols to submachine guns to grenades and other high explosives. Not only do you have a wide variety of weapons at your disposal, there's also a large compliment of implants that will boost your attributes like strength and speed, or afford you special powers such as bullet-time, weapon recoil reduction, damage absorption and built-in sniper mode that allows you to use a scope on guns that don't have one. Inventory space is limited, so you'll often need to make choices on what weapons you'll want to

carry.

In another obvious nod to Halo, Chrome allows players to man and pilot up to half a dozen ultramodern vehicles, including a rather robust looking buggy with mounted cannon.

Sometimes you'll find yourself running (or driving) across open ground. Then, you'll be battling along a tightly twisting path under a lush canopy of trees. In varying light conditions, you'll encounter terrain that ranges from deserts to canyons, glaciers, craters, mountains and futuristic military installations. You'll need to take care because the enemy AI actually seems intelligent, taking cover when shot at and working in tandem to kill you.

The buzz around this title continues to grow louder. At bare minimum, we're getting another gorgeous first-person shooter. At best, Chrome could lead the way, rather than just fill the void before Half-Life 2.

JAK 2 RENEGADE

DETAILS

PLATFORM:
PlayStation 2

GENRE:
Platform/Action

PLAYERS:
1-2 Players

AVAILABLE:
October 17

WEBSITE:
www.playstation.co.nz



Naughty Dog, creators of the brilliant but slightly tired Crash Bandicoot bring the second installment of this simple yet highly playable platformer and boy do they bring it with style. The similarities between Jak and Crash are there, if you want to look for them. They both attack with spins, collect objects and the environments can also be likened to each other.

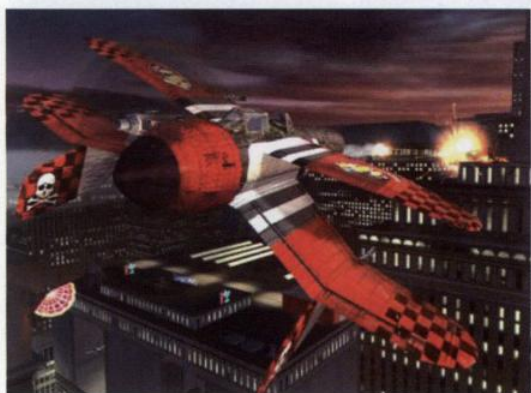
Jak has been imprisoned in a futuristic fortress for years, tortured and experimented on by the evil mastermind Baron. Jak gets out, he's pissed and he wants revenge.

The levels are vast and extremely open-ended. The main location, Haven City, is huge, Liberty City huge, with nary a loading screen in sight and with more twists and turns than a slinky mauled by a small child. Over 15 different levels lay beyond the walls of Haven City and it's all you can do to get through the wonderfully rendered streets and alleys to get to play them. And when you do, it's nothing short of gobsmacking just how good looking they are. Day turns to night as per the previous Jak title, but this time round there's a weather engine too. Clouds hide the sun, which peeks from gaps and causes gasps from onlookers.

As far as gameplay goes, it's pretty similar to the Precursor Legacy. The levels, while linear to a degree, offer plenty of surprises and diversity aplenty, from re-establishing the town's water supply to defending a stranded vehicle to garner the respect of a hot chick. Sure, from time to time it's tough to get through Haven City without bashing into everything in sight, but that's a pretty minor beef compared with how much this game has to offer. And that's the great thing about Jak2; the fact that no matter what kind of game you normally like, you'll find something in this title that is sure to please. Amen to that.



Jak and friends have trebled in polygon count, leaving you quite satisfied in your purchase of a PS2 and not in the least bit bitter that your mate has an Xbox



The Devastator (your first plane) is equipped with guided missiles; each of the game's ten fantasy aircraft has differing characteristics and armaments

CRIMSON SKIES HIGH ROAD TO REVENGE

Microsoft and FASA Studio (MechAssault, Mech Warrior 4) have taken a lot of time getting Crimson Skies High Road to Revenge primed for the Xbox. But the wait appears to have been worth it.

Set during an alternate 30s, you play hotshot flyboy Nathan Zachary. As the dashing young aviator you must avenge the death of your friend by successfully completing a mixture of bold airborne missions.

Control wise, Skies' is an absolute breeze to pick up. The feel is much more arcade like than you'd expect from a game that in actual fact evolved from the PC.

Even if you're just starting out in the world of airborne combat (virtual style) you will quickly pick up a couple of air shows worth of maneuvers, all of which can be used during the game's rousing dogfights, which can be played online using Microsoft's newly announced Xbox Live service.

Once in the cockpit the left thumb stick controls your direction, while the right will put your plane into a spin. The triggers activate the machine gun and secondary weapons.

The large interactive environments range from picturesque oceans and open plains to lush, rolling valleys. From your plane you can initiate landslides, demolish building and bridges. You'll also notice green or "friendly" zones where you can actually land, take up a temporary position on a gun turret only to zoom off in your plane again!

Crimson Skies High Road to Revenge promises to be one of the most action-packed Xbox titles to date. Delivering flawless visuals, touch-perfect control, all the airborne adventuring you could ever need plus the prospect of online dogfights and free downloadable content, including new maps and aircraft!

DETAILS

PLATFORM:
Xbox

GENRE:
Flight/Combat

PLAYERS:
1-8/Xbox Live

AVAILABLE:
October 31

WEBSITE:
www.xbox.co.nz



VOODOO VINCE

DETAILS

PLATFORM:
Xbox

GENRE:
3D Platformer

PLAYERS:
1-4 Players

AVAILABLE:
October 17

WEBSITE:
www.xbox.co.nz



Microsoft's new 3D platformer Voodoo Vince is a skewed tale of a rag doll's search for his maker. The story opens with two goons paying a visit to Madame Charmaine's Voodoo Shop to uncover the secret of her famous Zombie Dust. In the process, the pair accidentally spills some magic dust on Vince, her much loved voodoo doll. Soon Vince springs to life and embarks on an adventure to recover the powder and rescue the Madame.

Being little more than a ten inch Hacky Sack with legs and 100% cloth, Vince is not particularly strong. However, he has a number of offensive options, including a fairly snappy right jab and a short-lived, but vehement hissy fit that send teeny arms and legs flying in all directions.

Being a Voodoo doll, Vince could already take the knocks. But his regenerative powers are through the roof now that he's been seasoned with Madame Charmaine's voodoo dust. At certain stages of the game, he sacrifices himself for the greater good. Vince will regularly set fire to himself, hurl his tiny body into a blender, drop an anvil on his head, have unfortunate run-ins with chainsaws... that sort of thing. This produces a 'smart bomb' type effect, (handy when facing multiple opponents) yet somehow Vince emerges without a scratch every time - phew!

In the visual department Voodoo Vince is practically flawless. The 3D environments are spectacular with colours that have Disney-like warmth but also a darker, more warped black magic feel. The soundtrack is worthy of mention too; there's more jazz going on in the background here than at a Woody Allen festival, but it works, and adds weight to the game's regular slapstick moments.

Boasting vast, beautiful bayou levels, hysterically crackpot gameplay, Xbox Live options and the coolest little masochistic doll ever, Voodoo Vince is shaping up to be the best platformer on the Xbox.



This is Vince (top) in all his glory. His simple yet precise control has a Mario-like classical feel about it



There are over 20 different dogs, from the small and very wiggly Terrier to the much maligned Rottweiler, and you will need them all to get your way through the game

DOG'S LIFE

From the co-creator of the classic space exploration title that spawned an entire genre comes something completely and utterly different. A dog simulator. Yes, that's right, a dog simulator, wanna make something of it?

But as bizarre as this sounds, after only minutes of picking this little puppy up you'll be hooked.

You take control of Jake, a happy-go-lucky pup from deepest middle America who spends his days leaping around on meadows, farting and barking at chickens until one catastrophic day Jake's rather snobby girlfriend Daisy is dog-napped by some dirty rotten scoundrels. Of course this being a game you need a plot, and what better plot than going on an epic journey to find and bring back your girlfriend! Even if she is a bit of a dog.

Set mostly in 3rd person, you control Jake in much the same way as you control, um, Jak, with very simple control movements. You can bark, fart and jump and as the game progresses you learn to do much more, such as peeing on command and growling nastily. Along the way you need to feed and groom your little companion, and as well as fulfilling the main storyline's requirements you have multiple mini-games to complete.

Entering Dogs Life's Smellovision(tm) mode, which is basically first-person view with brightly coloured objects representing Things That Smell Really Good To A Dog, you are led to other dogs who you can challenge to doggy duels. Winning those duels gives you control of the beaten dog, all of whom have different abilities.

While aimed at the younger end of the gamer spectrum, Dogs Life is a highly original and very playable title sure to amuse everyone no matter how mean and unfeeling. Unless of course you like cats....

DETAILS

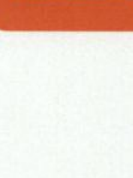
PLATFORM:
PlayStation 2

GENRE:
Dog Sim

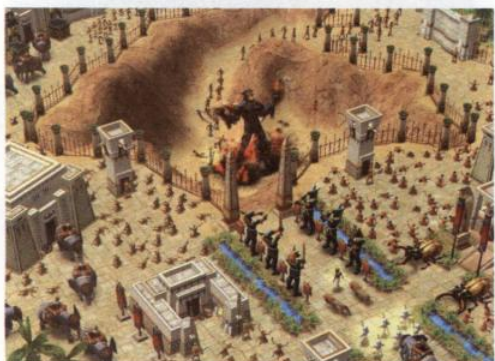
PLAYERS:
1 Player

AVAILABLE:
October 24

WEBSITE:
www.playstation.co.nz



AGE OF MYTHOLOGY THE TITANS



Take that puny earthlings! Some of the new Titan gods are enormous, dwarfing even the great Greek Colossus

Age of Mythology is still our pick for PC title of the year. It's only been a few months but we've already grown impatient for more from these Atlantean heroes. And more is exactly what you get in the new expansion Age of Mythology: The Titans.

There have been many tweaks and upgrades made to the existing civilisations (Greek, Norse and Egyptian), but The Titans is really all about the new civilisation - the Atlanteans.

In the single player campaign, you are Kastor, son of Arkantos. There are a dozen new missions, designed to attach seamlessly to the previous campaigns as well as introduce the Atlanteans and all the new units.

Atlanteans appear closely related to the Greeks, but they're different enough to definitely alter the balance of the game. Atlanteans seem a little easier to use than the other three. They don't need a depository or a pack mule to collect resources, which gives them a useful economic advantage - of course this is balanced by the higher cost they pay for basic workers. The Atlanteans don't win favor by worship like the Greeks, or with monuments like the Egyptians, or even through conquest like the Norse. Instead they seek and earn favor through building and gaining territory. Every building advances their culture and their control, while effectively counteracting their rivals.

Every civilisation gets a powerful Titan unit tailor-made to suit their particular culture. The Atlanteans have a gigantic deity that dwarfs the Norse giants and even the Greek Colossus - it emerges from the ground and makes Godzilla look positively light on his feet.

Age of Mythology is already one of the standout games of the year. The Titans add-on adds more depth, more options as well as greater longevity to what was virtually endless to begin with.

DETAILS

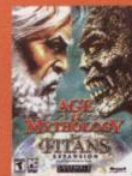
PLATFORM:
PC

GENRE:
Real-time Strategy

PLAYERS:
1-8 Players/Online

AVAILABLE:
Out now

WEBSITE:
www.microsoft.com/games/titans



HIDDEN & DANGEROUS 2

DETAILS

PLATFORM:
PC

GENRE:
Strategy/Shooting

PLAYERS:
1 Player

AVAILABLE:
October 25

WEBSITE:
www.handd2.godgames.com



WWII shooters have become viable in the wake of successes like Battlefield 1942, Return to Castle Wolfenstein and EA's Medal of Honor series. Hidden & Dangerous 2 follows a slightly different path.

Similar to Rainbow Six, Hidden and Dangerous 2 gives you command of a squad of men instead of just one. You can give orders to your men while skipping between squad members at any time. Developers Illusion appears to have spent a great deal of time on the AI powering your squad mates and this time around your teammates can actually look after themselves quite well.

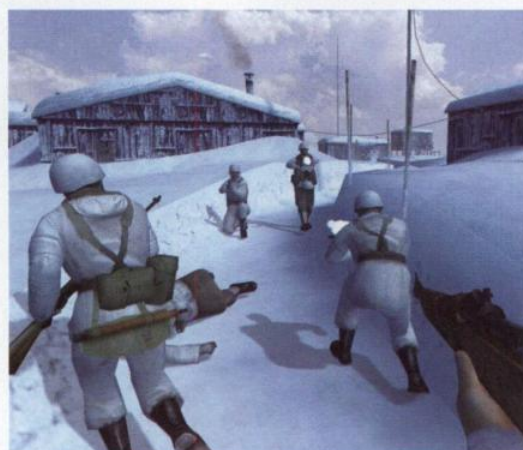
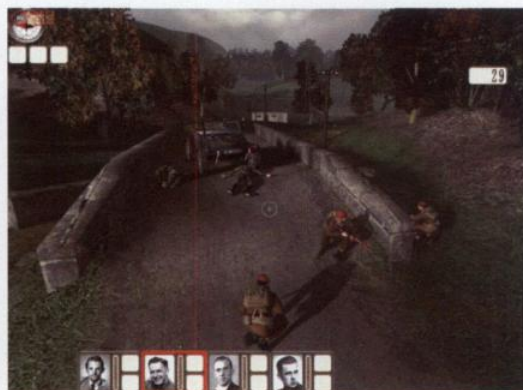
In addition to controlling the squad, it is also possible to commandeer some of the vehicles that you find on the battlefield - similar to recent online favourite Battlefield 1942.

There is a range of 30 different characters from which you can select your squad for each mission. It sounds like a lot but if a squad member dies during a campaign, he's gone from the game. So if you find yourself running out of troops and only a few missions in, you might want to start again and review your team tactics.

The game's graphic engine allows you to zoom out for an overhead view. From there, you command your troops much like you would in a real-time strategy title. However unlike RTS titles, if one of your squad is in trouble, you can always jump into him FPS-style and let the enemy have it, all of which happens seamlessly.

Hidden and Dangerous 2 has over 23 challenging missions (9 campaigns) set in Europe, Africa and other historic WWII settings around the globe.

With a hardworking graphics engine, convincing 3D settings, and cross genre gameplay, Hidden and Dangerous 2 could be one of the big surprises on the PC this year.



As well as managing individual soldiers, it is also possible for players to take control of vehicles they find in the field

**70 SEXTILLION STARS.
10,000 IDENTIFIED GALAXIES.
AND YOU GET THIS ASSIGNMENT!**



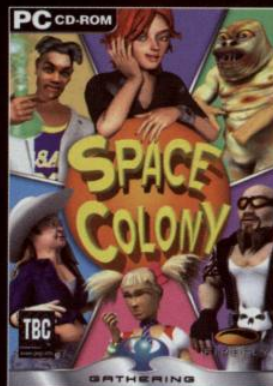
A planet to be built...



...with 20 misfits colonising...



...and aliens to attack.



WELCOME TO LIFE BEYOND THE STARS.

PC
CD

FIREFLY
STUDIOS

© 2003 Firefly Studios Ltd. Space Colony, Firefly Studios and the Firefly Studios logo are trademarks of Firefly Studios. Gathering, the Gathering logo, Take Two Interactive Software and the Take Two logo are all trademarks of Take Two Interactive Software. All other trademarks are properties of their respective owners. Developed by Firefly Studios. Published by Gathering. All rights reserved.

www.spacecolonygame.com

GATHERING

Halo Invades PC



HALO

Join the battle. Live the epic adventure yourself. Unlock the secrets of Halo to save mankind from the ruthless Covenant swarms. Take the fight online in customizable head-to-head multiplayer competitions against up to 15 rival Master Chiefs. Break open a redesigned arsenal complete with the wicked new fuel rod gun. Then go mobile in the redeveloped Rocket Warthog and Banshee. This is Halo evolved.



Now with online multiplayer



Violence
Blood and Gore

BUNGIE

gearbox

POWERED BY
gameSpy

Microsoft
game studios

www.microsoft.com/Games/Halo

Due out October



©2003 Microsoft Corporation. All rights reserved. Microsoft, Halo, and the Microsoft Game Studios logo are either registered trademarks or trademarks of the Microsoft Corporation in the U.S. and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved.

SPACE COLONY

DETAILS

PLATFORM:
PC

GENRE:
Space Sim

PLAYERS:
1 Player

AVAILABLE:
October 17

WEBSITE:
www.fireflyworlds.com



In *Space Colony* your main goal is to construct and oversee the day to day running of a base, set on a hostile alien world. The game's main character Venus is responsible for the overall realisation of the colony. There are 20 other characters, most of them a reference to a variety of sci-fi films and books. The idea is to keep this motley space crew happy so they help transform the small outpost into a giant intergalactic base.

Happy crew members are neat, as well as being more efficient in their work, while unhappy base personnel tend to slack off their duties and pick fights with each other. Luckily there are plenty of ways to keep them content. If they get bored for example, you can build zero gravity rooms to bobble around in, or perhaps an alien zoo. Plus every good outpost needs an all night space disco!

As the game progresses and your base starts to expand, the characters become more demanding. If anyone gets out of hand you can build a "time out" cell, or send them to the psychiatric android for a quick assessment.

Nothing in the game is free. Mining resources brings in the cash but irksome aliens often attempt to sabotage your operation as well as your base. Most unwelcome space invaders can be kept out with well placed perimeter defences.

Space Colony's 24 generous missions generally involve expanding and improving your outpost. Once you've got things running smoothly, tourists begin to arrive. They bring in much needed cash, but they chew through your precious resources and hinder your crew so you'll need to keep up the maintenance and watch the numbers.

Space Colony is hours of fun for Sims-heads looking for a micromanagement adventure with a shrewd sci-fi twist.



Space Colony, like the Sims, sees you manage resources and overseeing chores. You're also responsible for the safety of all 20 wacky colonists



Battle online cooperatively with a mate or go head-to-head in all-out global domination with a swarm of rivals

C&C GENERALS ZERO HOUR

The terrorist GLA is up to their old tricks again. This time they're trying to drive the American armed forces (eternally on the hunt for weapons of mass destruction) out of Europe.

EA's war against terror resumes with an add-on that boasts new maps, missions and military hardware as well as some unexpected innovation.

On top of an improved 15-mission single-player campaign, Zero Hour introduces a new Generals Challenge mode. This lets you step into the shoes of one of nine generals, and square off against similarly elite junta from around the world.

Every self-respecting add-on needs new goodies and Zero Hour isn't stingy. One of the more significant additions to the Chinese arsenal is the Helix, an enormous helicopter that drops napalm and doubles as a flying propaganda tower. They also have a new mobile GPS jammer that can deter incoming guided missiles, providing protection for highly prized nuclear targets.

On the US side, there is a new experimental microwave tank that emits radioactive waves to power down enemy buildings and wipe out minor units. The Avenger, meanwhile, uses state-of-the-art lasers to provide missile and anti-air defence. Once again, it's the GLA who come up with the amusing (but highly effectual) low tech units. Most notable is the new Combat Cycle, capable of crossing diverse terrain quickly and even riding off cliffs.

Zero Hour is a rock solid add-on with countless hours of conflict - 15 new missions, new units and hi-tech weaponry, all-new weather affects, a Combat School that lets you improve your skills using a detailed post-mission breakdown, and for the first time in history, a C&C game will support a right-click interface.

DETAILS

PLATFORM:
PC

GENRE:
Real-time Strategy

PLAYERS:
1-2 Players/Online

AVAILABLE:
Out Now

WEBSITE:
www.ea.co.uk



FIFA FOOTBALL 2004

DETAILS

PLATFORM:
PS2/PC/Xbox/Cube/GBA

GENRE:
Sports

PLAYERS:
1-8 Players/Online

AVAILABLE:
October 23-30

WEBSITE:
www.ea.co.uk



EA Sports have to come up with new ideas annually to improve their franchises. This year, for FIFA Football 2004, they've added a number of fresh features, including a new Career Mode and online play.

The Career Mode was designed to provide a more immersive management experience. For the first time ever, FIFA fans can embark on an actual career, building their squads over the years, nurturing them up through the lower divisions to hopefully emerge as one of the world's glamour sides. You have to oversee everything, from team selection to your team's financial plan. The most skillful player/managers will even get job offers from some of the world's top clubs.

The focus in FIFA 2004 appears to be realism along with creating an exciting, authentic footy experience. There are new character animations and motion capture techniques that provide even more accurate looking player movement on the pitch. EA Sports have added more officially licensed stadiums and more than 300 new genuine crowd chants.

PC footy fans will be able to take on an opponents from anywhere around the globe via EA Sports Online. FIFA fans can meet, interact, chat and most importantly, play FIFA Football 2004 head to head! This service will also be available for PS2 but not at in this country, at this stage.

Another exciting new feature is the "Off the Ball" control. The way it works is similar to Madden games, allowing you to assign quick keys to three players. So if you're playing as Manchester United, you can have Scholes, Giggs or Van Nistlerooy crowd the penalty box as you bring the ball forward from midfield.

FIFA Football 2004 is released on all platforms at the end of the month.



FIFA enthusiasts can take on likeminded footy fans from anywhere around the world via EA Sports online, currently available only on the PC and PS2 versions

TIME CRISIS 3



A group has seized a strategic island and its nuclear missiles. Which is just the sort of excuse we needed to shoot everything in sight

This month Namco are back and aiming to please trigger-happy PS2 fans with this new, third installment of the Time Crisis series.

Originally an arcade shooter, those that forked out for light-guns weren't let down. Time Crisis ended up being one of the top action titles on the original PlayStation and Time Crisis 2 was even better, introducing multiplayer options and a new G-Con back in 2001.

Time Crisis 3 represents another big step forward. The game now features a much more controllable interface, even for players who don't own a light-gun. While guns and peripherals are supported (and probably recommended), hitting targets onscreen using the analog thumb stick is now a more manageable process and every bit as rewarding. Players can also switch between pistols, shotguns, machineguns and grenades, depending on the situation.

Again, there's an erratic plot to justify the irresponsible gunplay. In Time Crisis 3 there's trouble afoot in the Mediterranean. A rogue group has seized an island and its tactical nuclear missiles.

The familiar duck and reload format is the same as in past editions; your advance is interrupted by sporadic shootouts where your character (or characters, if you're using the split screen option) ducks behind cover, popping out only to fire. Up against you is everything but the kitchen sink; Motorcycle gangs, gunboats, a helicopter gunship, blade-wielding Freddy look-alikes, and equally deadly bosses that just keep on coming.

Namco are also taking pains to extend Time Crisis 3's replay value, spicing up the action with numerous unlockable secrets and branching missions to keep the game fresh.

DETAILS

PLATFORM:
PlayStation 2

GENRE:
Shooting

PLAYERS:
1-2 Players

AVAILABLE:
October 24

WEBSITE:
www.playstation.co.uk





"FREEDOOOOOOM!" Graphically, *Freedom Fighters* is a hugely impressive title, right across all the platforms

FREEDOM FIGHTERS

What if the Russians emerged as the dominant superpower after WWII and the Cold War never ended?

From the creators of *Hitman 2*, *Freedom Fighters* takes place in a parallel history in which these 'Red Dawn' scenarios have come true. In fact, the all-conquering Soviets have just marched into New York!

You play Christopher Stone, a wrench-wielding plumber, abruptly drafted into the resistance when his brother is detained by the Russians.

Every good resistance movement needs a top hideout. A quick raft trip down into the sewer takes you underground where players can access the game's levels through a number of manholes.

Freedom Fighters divides into two modes. Single-player, which offers around 20 objective-based missions, and multi-player, which lets you play out capture the flag type scenarios in either dual or quad split screen. The game is played almost entirely in the third person perspective, but players can switch to a closer, over-the-shoulder view (as seen in *Hitman 2*) for a more accurate aim. Weapon selection is a simple matter of pressing in the left thumbstick and selecting one of eight menu options ranging from pistols and Molotov cocktails to rocket launchers and sniper rifles.

Because wars are not won alone, a key element will depend on your ability to recruit and lead your fellow New Yorkers. The success of games like *SOCOM: Navy Seals* and *Brute Force* have elevated team-based combat titles, which are proving more and more popular amongst console gamers. *Freedom Fighters* has a basic command system that allows you to give simple instructions like "stay here" or "attack." These determine your men's actions and your performance as a leader shapes your rise from plumber to NYC's own Shay Guevara.

DETAILS

PLATFORM:
PC/PS2/Xbox

GENRE:
Action/Shooter

PLAYERS:
1-4 Player

AVAILABLE:
Out Now

WEBSITE:
www.aa.co.nz



Even Pinheads can be heroes.

Microsoft
game studios

ONLY ON
XBOX

ESRB
RATED
RP
PARENTS STRONGLY CAUTIONED

RATING PENDING
RP
PARENTS STRONGLY CAUTIONED

WooDoo VINCE™



© 2003 Microsoft Corporation. All rights reserved. Microsoft, Xbox, and the Xbox logo are registered trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

XBOX

it's good to play together
www.xbox.co.nz

REPUBLIC ★ 4886b



NEW SPECIAL EDITION GAME BOY ADVANCE SP



GAME BOY ADVANCE SP™



SUPER MARIO BROS 3: SUPER MARIO ADVANCE 4

DETAILS

PLATFORM:
Game Boy Advance

GENRE:
Platform

PLAYERS:
1-2 Players

AVAILABLE:
Out Now

WEBSITE:
www.nintendo.co.uk



Super Mario Bros 3 debuted on the NES at the end of the 80s. Later the game was revamped slightly to appear on the SNES, and at the time, SMB3 was ranked amongst the best games ever!

In terms of platform gaming, it's still a superb title which is why they've left the primary gameplay largely untouched in this GBA version; they have, however, added a number of very cool new features.

To begin with, there are new cinematic scenes, like the opening sequence, that sees the permanently distressed Princess Peach sending the Mario and Luigi out to battle Bowser and save the world yet again; there are several more plot-shaping cutscenes scattered throughout the game.

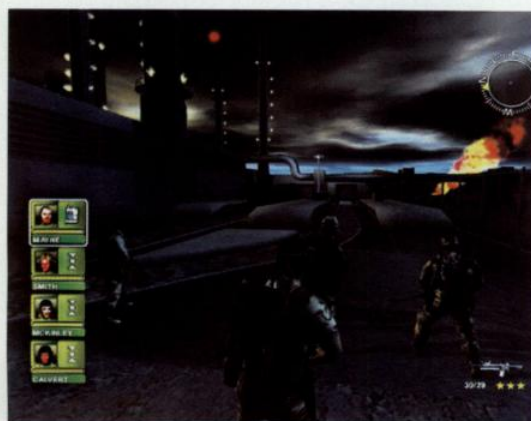
Perhaps the coolest new feature is the games compatibility with Nintendo's recently released Card-e Reader. SMB3 comes with two cards: a Super Leaf card that adds a leaf into your inventory each time you swipe it through the reader. There's also a level card that actually adds level one of the original Super Mario Bros to your card-level menu. More cards will be released in due course, with more goodies, including bonus items and even complete playable levels, all of which can be saved and stored in the memory of the Game Boy Advance.

Another sweet added feature is the ability to play through the game's main levels with a friend using just the one GBA, with each taking turns to play as either Mario or Luigi. There's also the standard Link-Up feature, which lets you and a friend play, regardless of what Mario Advance title you're using.

The game's additive and challenging, but not impossible. As always the controls are touch-perfect. Plus it's huge with more than 90 levels scattered around the world map.



Run, jump, fly and swim your way through challenging levels. Unlock hidden bonus levels to unlock using power-up cards and Nintendo's new E-Reader



Choose between America's famous Delta Force or the British SAS and shape your squad into an elite fighting unit

CONFLICT DESERT STORM II

The original Conflict Desert Storm endeared itself to console gamers who were largely deprived of team-based combat titles - Brute Force and SOCOM Navy Seals being two excellent recent exceptions. CDS 2, like these two aforementioned titles, places you in command of an elite four-man squad. It's still a third-person shooter and for the most part, the basic control system remains in one piece.

Basic training makes it's easy to develop your skills and with the bare minimum of preparation, maneuvering troops, managing weaponry, inventory and viewing maps quickly become second nature.

The 10 objective-based missions provide a reasonably convincing account of war, including some that depict actual historical events like the liberation of Kuwait.

Hardcore street battles are blended into the plot and you can enter a large number of the buildings. Players can man fixed guns, use unclaimed vehicles and even order air strikes against enemy armour. The labyrinth-style level design can be baffling as well as treacherous; but an element of caution and clever team tactics will keep the squad breathing.

We got a chance to take a look at the PS2 and Xbox versions. Graphically things have improved noticeably. Desert Storm 2 features much crisper, more vivid textures, which are a pleasing new addition given the rather soft look of the original.

One criticism of the original was that the soldiers moved like they had lead in their boots. They roam more freely now and the AI (artificial intelligence) has been tweaked to a level that you can now have some faith in. Still I'd recommend making use of the excellent multiplayer coop option rather than trusting your six to any AI.

DETAILS

PLATFORM:
PS2/PC/Xbox

GENRE:
Team/Third-person
Shooter

PLAYERS:
1-2 Players

AVAILABLE:
Out Now

WEBSITE:
www.star.com.au/



OUT THIS MONTH...



F-ZERO GX

CUBE ■ NINTENDO

Hurtle through space at mind-boggling speeds as Captain Falcon and the galaxy's other best pilot's in a race for glory. Nintendo and Sega have collaborated to create the fastest, most visually stunning racing game ever! F-Zero is the race to end all races, exclusive to Gamecube.



MEDAL OF HONOR BREAKTHROUGH

PC ■ EA GAMES

Between this series and Battlefield 1942, EA seem to have WWII well covered. This new Medal of Honor expansion comes with a dozen single player missions, 12 new weapons, 9 new multiplayer levels and more than 20 new soldiers from the US, Germany, Italy and Britain.



ANOTHER WAR

PC ■ TAKE 2 INTERACTIVE

Another War takes place during World War 2 in Nazi-occupied Europe. Its actually an RPG, the game's interface was modeled on Baldur's Gate. There's a long, involved story, plenty of wartime intrigue, a good deal of old fashioned "stiff upper lip" humour.



WRESTLEMANIA XIX

CUBE ■ NINTENDO

WrestleMania has a number of improvements over last year's title but a disappointing story mode tarnishes what could have been a really solid wrestling game. Hardcore WWE fans will still enjoy this but if you're looking for a wrestling game on the Cube, try Def Jam Vendetta.



COLIN MCRAE RALLY 04

PS2/PC/XBOX ■ ATARI

What can we say about the new Colin McRae title? We've spent far too much time this month? It's really really really good? Go buy it? CMR04 is a spectacular cross-platform driving title. Codemasters have raised the bar again and we wouldn't mind betting it'll take Colin McRae 05 to better this.



PN.03

CUBE ■ THQ

This futuristic third-person shooter casts you in the role of mercenary Vanessa Z. Schneider. Her business is doing away with robots and business is about to go through the roof! A computerized defence system, CAM (Computer Arms Management System), has malfunctioned and the casualties are mounting.



WWE RAW 2 RUTHLESS AGGRESSION

XBOX ■ THQ

This Xbox exclusive is the heavy-weight champ of all wrestling titles. Choose from 60 of the world's biggest wrestling stars or create your own "monstrosity in tights" using the patented "create-a-wrestler" option. There are also countless multiplayer options, detailed character modeling and brutal grudge matches.



WARHAMMER 40K FIRE WARRIOR

PC/PS2 ■ THQ

Rather than try to recreate the tabletop game as a video game experience, THQ decided to create a dynamic first-person shooter, based on the rich history taken straight from the Warhammer universe – and it works! Warhammer features online options both on the PC and the PS2.



HALO COMBAT EVOLVED

PC ■ MICROSOFT

There are some nice extras for the PC version of Halo, including the ability to play online with up to 15 others in a range of customisable game types. There are also 6 new maps, modified weaponry and a new Warthog that comes equipped with a rocket launcher!



NBA LIVE 2004

ALL PLATFORMS ■ EA SPORTS

No more easy baskets, even if you're a veteran of previous titles in the series. EA Sports have sharpened the AI this year. They've actually motion captured every player on the court, which means they all react, move and conduct themselves in a lifelike manner.



RAILROAD TYCOON 3

PC ■ TAKE 2 INTERACTIVE

Here's one for the Trainspotters or "Locomotive enthusiasts", as they prefer to be called. Railroad Tycoon 3 has a cutting edge 3D graphics engine, over 40 featured trains, 25 scenarios that take you all around the world as well as online multiplayer options and chat.



SOUL CALIBUR II

GBA ■ NINTENDO

Soul Calibur II is amongst the very best fighting games ever and Link (Legends of Zelda) guest stars in this Cube version. Now a strapping six footer, Link is a fearsome opponent with a blade – this is offset somewhat by the fact that he still dresses like Peter Pan.

COMPETITIONS



JAK 2 RENEGADE

SCENZ have provided us with 3 copies of Jak 2 Renegade, each comes with a cool replica doll. Just answer the following easy question to be in the draw!

"What is the name of Jak's furry little friend and sidekick?"

- a) "Andrew"
- b) "Daxter"
- c) "Roy"



VOODOO VINCE

We have a couple of copies of Voodoo Vince up for grabs this month. Simply answer the following question to be in the draw to win!

"Vince is the star of the game; what type of doll is he?"

- a) "Action Man"
- b) "Barbie Doll"
- c) "Voodoo Doll"



DOG'S LIFE

SCENZ has kindly provided 3 copies of Dog's Life for the PS2. Simply answer the following question, send it in and go in the draw to win!

"Which of the following breeds is a small dog?"

- a) "St. Bernards"
- b) "Irish Wolfhound"
- c) "Chihuahua"



SUPER MARIO ADVANCE 4

From Nintendo, we have 2 copies of Super Mario Bros 3: Super Mario Advance 4 to give away. Answer the following to be in the draw!

"What is the name of Mario's tall, thin brother?"

- a) "Luigi"
- b) "Santino"
- c) "Fredo"

HOW TO ENTER

Write your name, phone number and contact details on the back of the envelope, list the prize you're after and you will need to include the correct answer. All correct entries immediately go into the draw to win. Prizes will be drawn and all winners notified Monday November 10, 2003.

Send to: Gamefreaks Competition, PO Box 68211, Newton, Auckland or e-mail: competitions@tenthplanet.co.nz (Maximum 3 entries per e-mail address)

burn baby burn!

The hottest handheld console on the market just got hotter. The Game Boy Advance SP is already available in Silver, Onyx and Cobalt Blue. Now check out the new 'Flame' Game Boy Advance SP!

The Game Boy Advance SP is compatible with all Game Boy Advance, Game Boy and Game Boy Color games!



Wing man? What wing man?



Microsoft
game studios



It's you against the rest in the most hair raising dogfight ever. *Crimson Skies*™ puts you, a vengeful air pirate, at the helm of a tricked-out 1930's warplane. Anyone foolish enough to enter your airspace is an enemy! Buckle up. The deadliest ride of your life is about to take off. Good luck, you're cleared to rule the skies.



it's good to play together

xbox.com/crimsonskies

©2003 Microsoft Corporation. All rights reserved. Microsoft, Microsoft Games Studio logo, *Crimson Skies*, *High Road to Revenge*, FASA Studio, Xbox, Xbox Live, the Xbox logos and the Xbox Live logo are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. Xbox Live service sold separately.